Guide No. 78141

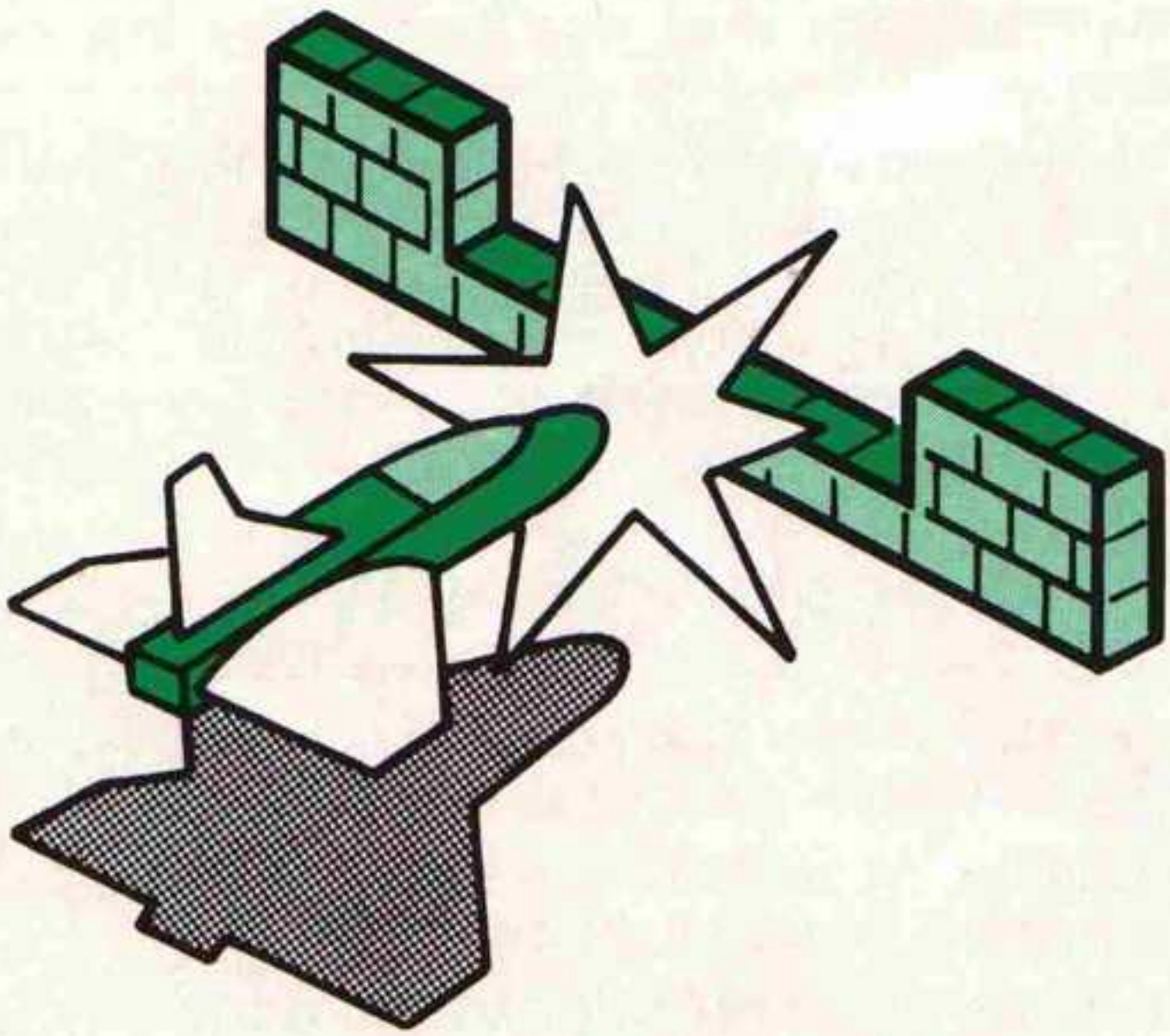
The Official

ZAXXON™

by SEGA®

CARTRIDGE INSTRUCTIONS

For use with Intellivision® or Intellivision® II Master Component



- For one or two players
- For color TV only
- Select from four skill levels

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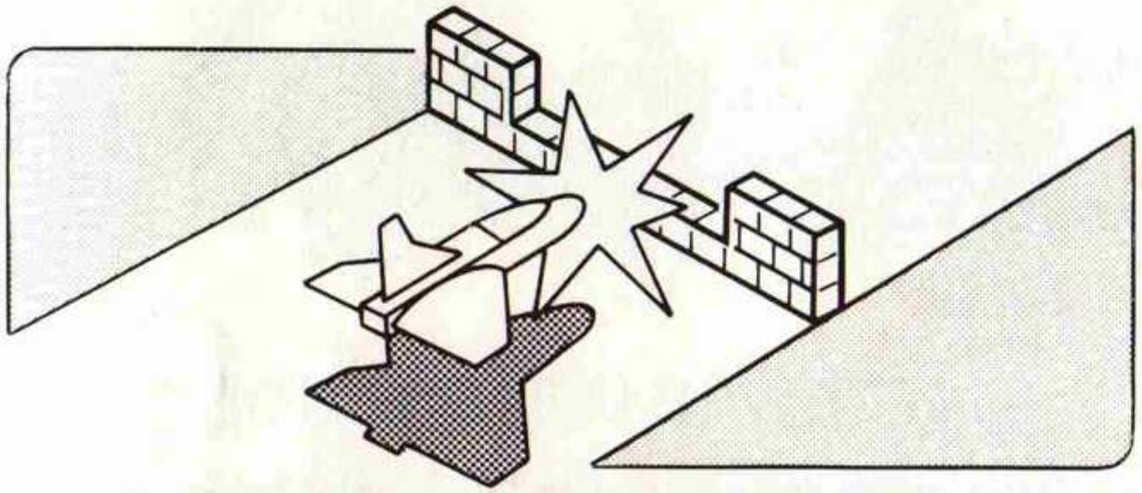
GAME DESCRIPTION

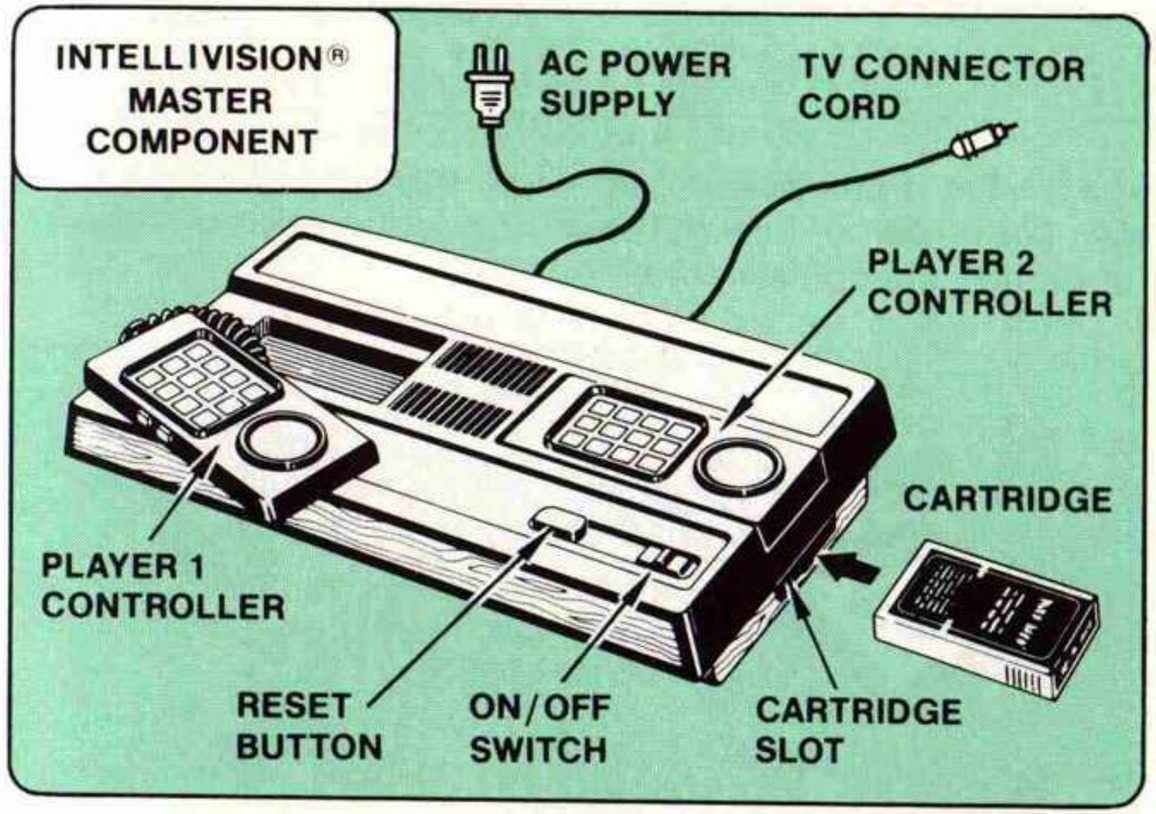


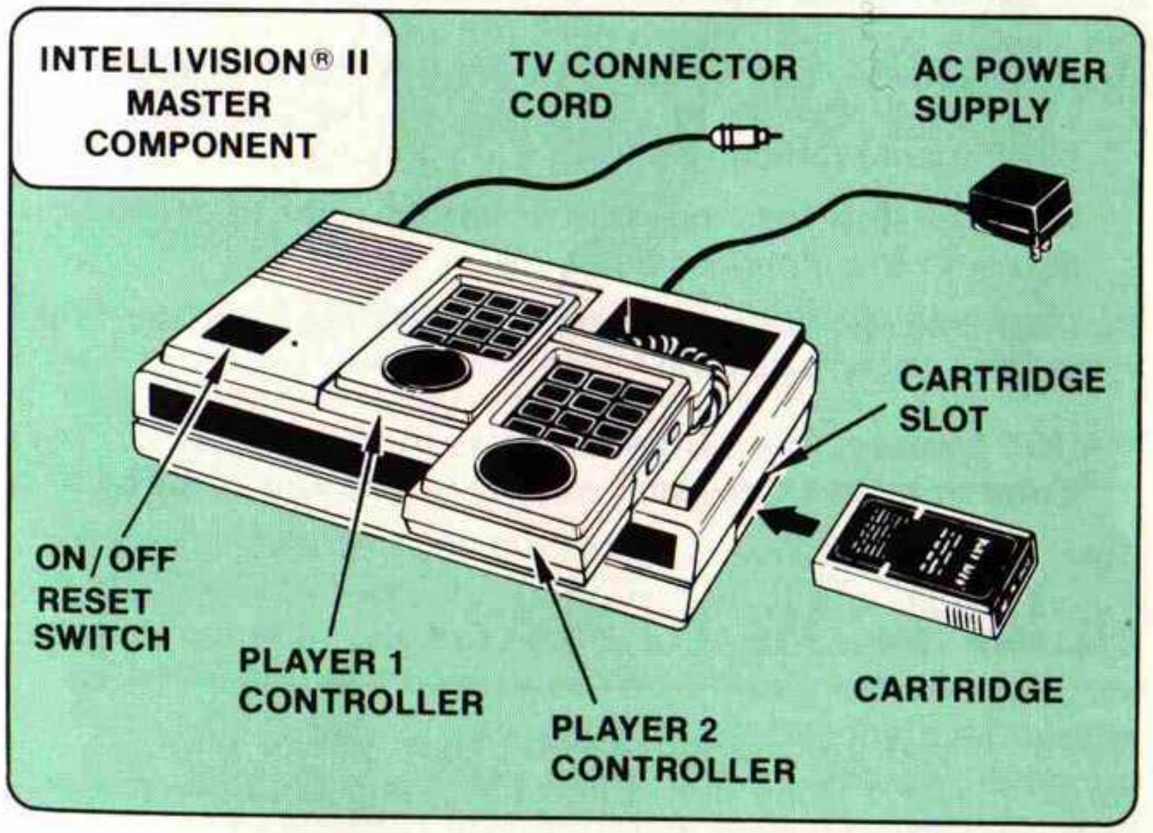
Coleco's ZAXXON , the stunning 3-D space game, takes you across alien asteroid fortresses on a special mission. The evil robot Zaxxon and its fierce armies have conquered an asteroid belt. You must stop them before they enslave the galaxy!

Find a niche in the wall on the first asteroid, then dive to the enemy surface. Evade fire from turrets, mobots and enemy ships as you search for the Robot Warrior. Once you successfully cross the asteroid, you rush off into deep space. Lock horns with enemy squadrons combing the galaxy in search of your fighter. Can you thwart the evil Zaxxon ?

GETTING READY TO PLAY

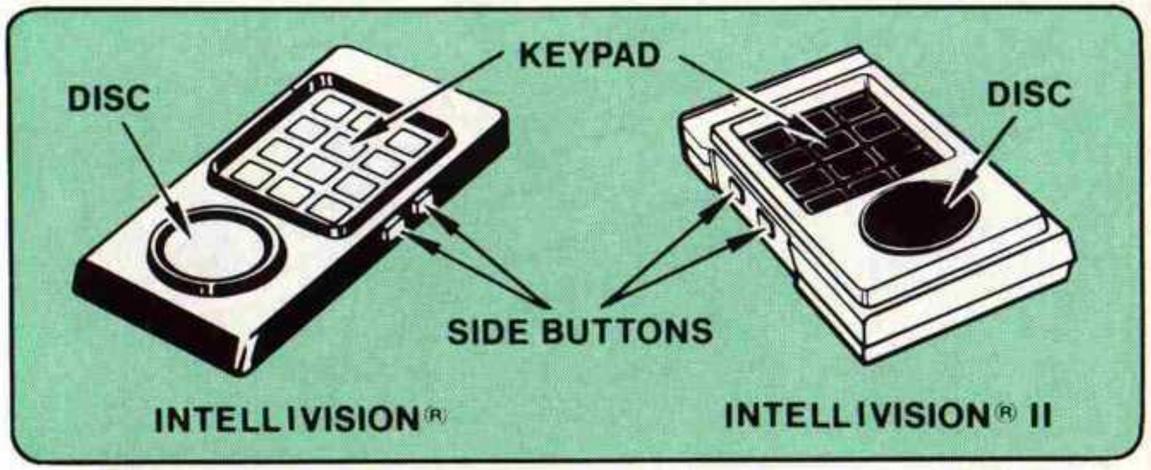
- Make sure the Master Component is connected to the TV and power supply is plugged in.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- **MAKE SURE THE MASTER COMPONENT IS OFF WHEN INSERTING CARTRIDGE.** Fully insert cartridge, with label facing up, to the indicator marks on both sides of label. Turn **Off/On** switch to **On** after cartridge has been inserted.





USING YOUR CONTROLS

NOTE: For a one-player game, use the left controller. For a two-player game, Player 1 uses the left controller; Player 2 uses the right controller.



Using the Disc and Buttons for ZAXXON

1. **Keypad:** Use Keypad Buttons first to choose a one-player or a two-player game. Then use the Keypad Buttons to select game difficulty and to start playing.
2. **Disc:** Tilt the Disc up, down, left or right to move your fighter in the direction selected.
3. **Side Buttons:** Press any Side Button to fire an energy blast at Zaxxon's warriors.

PAUSE Feature: Press **Clear** to pause during the game. Press **Enter** to restart the game exactly where you stopped.

HERE'S HOW TO PLAY

NOTE: If you are playing a two-player game, players take turns. Player 1 goes first. Each turn lasts until the player's fighter is eliminated.

Choose your game.

Press **Reset** and the Title screen appears. Press the Disc, any Side Button or Keypad Button and the Game Option screen appears. Choose a one-player or two-player game by pressing Keypad Button 1 or 2. Choose a Skill from 1 to 4 by pressing the corresponding Keypad Button.

Skill 1 is the easiest level, suitable for beginners.

Skill 2 action is faster than Skill 1, but not as demanding as the arcade game.

Skill 3 play is as difficult as the arcade game.

Skill 4 is more challenging than the arcade version!

If you accidentally make the wrong choice, press **Reset** on the game console and choose again.

Practice, warrior!

You are our last hope to defeat the evil Zaxxon. Your fighter begins its run in deep space. No enemies around? You're in luck. Try the fighter. Swoop left, then right. Watch the Altitude Indicator as you press the Disc down, then up. Zaxxon's first asteroid base approaches. Watch the shadow beneath your fighter as it approaches the wall. Are you flying high enough?

Over the wall.

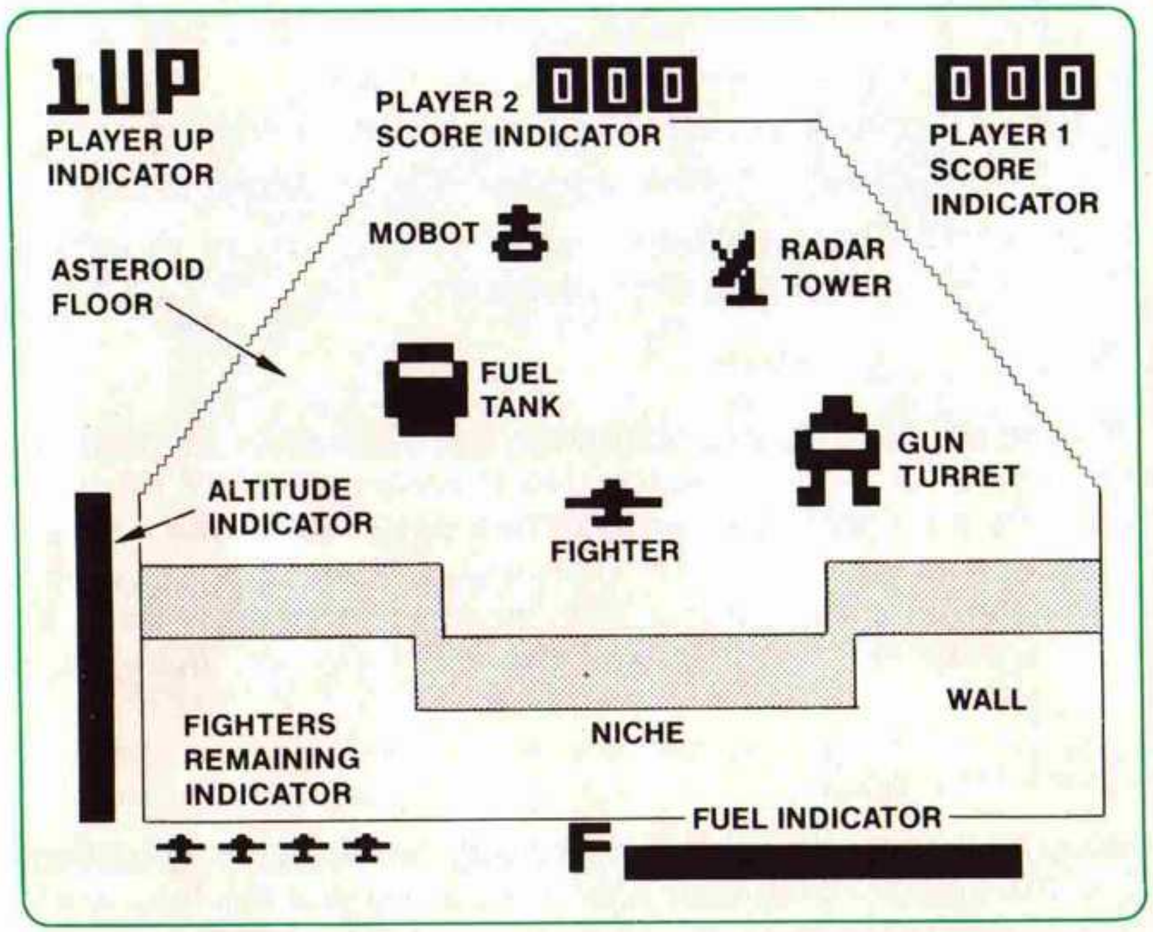
Many have lost against this tricky wall. Profit by our mistakes! See the niche? Raise your fighter until you can fire through it. If the laser goes through, so can your fighter!

To battle!

Your fighter rushes over the asteroid surface. Beware, warrior. Not all enemies are stationed on the ground! Yellow ships attack at the highest altitude. Swoop low to attack the violet enemies on the ground. Watch out for the dark red dodger guns hovering over the surface and the medium red dodger guns just above them! Your altitude indicator changes color to show how high you're flying. Pay attention, warrior. Mobots, ships, dodger guns and gun turrets shoot back!

Fill 'er up.

Zaxxon's forces destroyed all our fuel-efficient ships in the last invasion. You must refuel frequently or lose the slim chance we have. Your Fuel Indicator flashes red and beeps when your supply gets low. How do you fill up? Shoot a fuel tank!

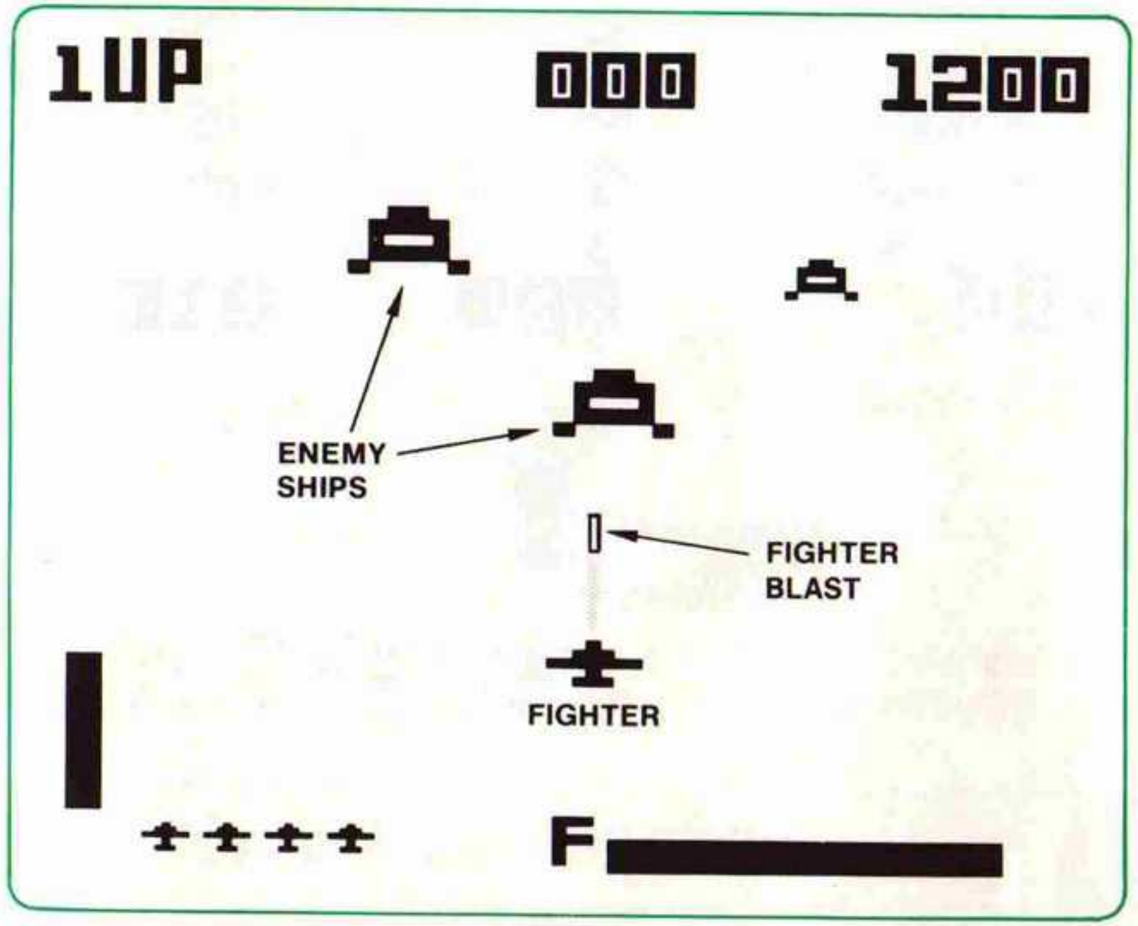


Electronic barrier.

Zaxxon has built elaborate defenses against you. In games played at Skills 2 through 4, a deadly electronic barrier destroys any fighter that touches it. Our best warriors have perished that way! If only they had known to fly above or below the barrier to avoid it!

Attack in space.

You've made it through Zaxxon's first asteroid force. Now you must fend off Zaxxon's ships in space. They fly straight at you, firing as they come. Your altitude control will not help. Be quick! Maneuver out of their way as you fire. If you collide, we will lose you!



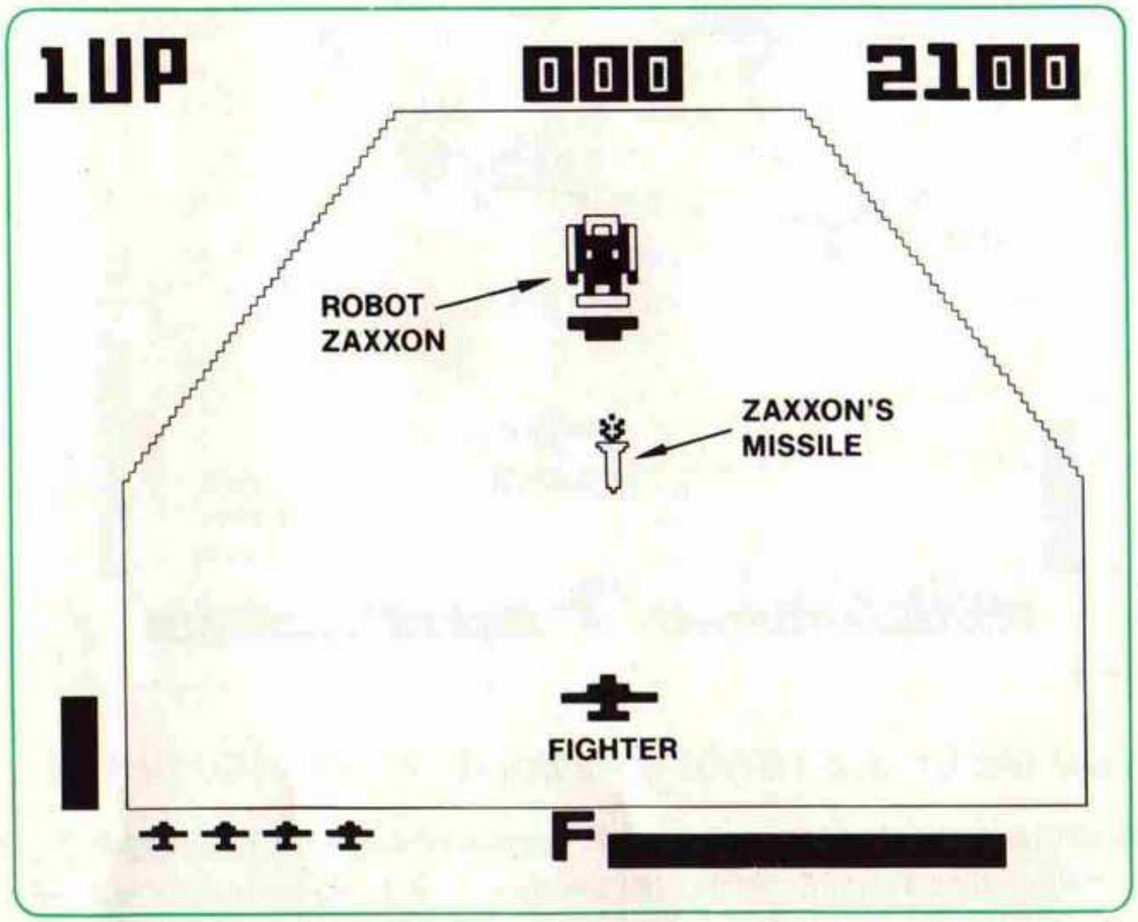
You meet the robot Zaxxon!

Another asteroid looms ahead. Caution, warrior. This asteroid is more closely guarded than the last! Zaxxon has mounted an electronic barrier (Skills 2 through 4) on top of the inner walls. If you pass the final barrier, the robot Zaxxon approaches. Your fighter no longer moves forward. You can still move up, down and sideways. Make use of this mobility!

Can you hit the spot?

Only one area on Zaxxon is vulnerable — the area with the missile under its arm. To eliminate Zaxxon, you must shoot this area **before** the missile fires, according to the table below. If you fail, warrior, you can still hit the speeding missile and leave the asteroid safely. If you cannot hit the missile, your fighter is eliminated!

Skill 1 . . . . . .3 hits
Skill 2 . . . . . .4 hits
Skill 3 . . . . . .5 hits
Skill 4 . . . . . .6 hits



The battle's not over yet!

Once you've gone past the robot Zaxxon , another asteroid challenges your skill and coordination. Then it's back into deep space to confront another wave of enemy ships.

SCORING

Fighter Eliminates:		Points
Enemy ship		200 points
Fuel tank		300 points
Gun turret		400 points
Mobot		400 points
Dodger gun		500 points
Radar tower		1000 points
Zaxxon's missile		1000 points
Robot Zaxxon		5000 points

Bonus Fighters

Each player receives five fighters at the start of a game. You receive one bonus fighter each time you earn 10,000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to start playing ZAXXON , but it is only the beginning! You will find that this cartridge is full of special features to make ZAXXON exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

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SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on

Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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